



Rules of the Game for Recreational Indoor Soccer

Governing Body

- * The governing body of this league will be the Athletic Supervisor from the Williamson County Parks and Recreation Department or his/her assigned representative.
- * Items not covered by these by-laws will be ruled on by the Williamson County Parks and Recreation staff.

Eligibility

- * All players must sign a roster/player contract to be eligible to play.
- * All rosters must be completed and turned into the Recreation Department prior to the first game. Teams without rosters on file will automatically forfeit their games.
- * League registration fees (in order to have league participation) will be paid at the time of registration.
- * Players cannot change teams once the season starts unless approved by the Williamson County Parks and Recreation staff.
- * All protests of eligibility will be brought to the attention of the official before the game begins or the protest will not be allowed.

Player Conduct

- * Everyone must follow all of the facility rules.
- * Only one spokesperson per team is permitted. This is the designated coach of the team at the beginning of the game. He/she will accept full responsibility for his/her team's actions.
- * All spectators must remain in the seating area during the game. Anyone not wishing to abide by this rule will be asked to leave the facility.
- * At no time will children be left unsupervised in any Williamson County Parks and Recreation facility.
- * If a team forfeits two games during a season, they will be reviewed by the Recreation staff regarding their continued participation in the league.



The Game

1. U12 and Younger: Each game will consist of two equal halves of twelve minutes with a one minute half-time, they will switch sides of the field at the half.

U15: Each game will be a running 25 minute half, with no half time. Teams will switch goal for the second game.

The team on the visitor side will kick off to start the game or half for all ages.

2. WCPR officials have the right to shorten a game for arena scheduling purposes, injuries, etc, as they deem necessary.
3. There is no slide tackling!!! Result will be a direct kick by the offended team and a penalty charges to the team committing the foul.
4. There is no sliding to play the ball. Result will be an indirect kick by the offended team – if it occurs in the box, the ball is to be placed outside the box at a point nearest the offense.
5. The goalkeeper may not slide tackle with his/her feet at the feet of a player or use his/her body illegally.
6. A player is allowed to place one hand on the boards for support. The use of two hands on an opponent will result in an indirect kick for the opposing team.
7. Unless specified, FIFA rules apply.
8. Games will start on the hour and half hour. There is no grace period. Teams not ready to play with the minimum number of players will be given a forfeit. During half times, teams should remain on court to prevent delay of the start of the second half. A team's second game of the night may start sooner than scheduled.
9. There is no overtime in this league.

Ball In and Out Play/Restarts

Drop Kicks, Punts and Throws:

1. U10 and Younger: Keepers are permitted to DROP KICK, PUNT OR THROW the ball within six seconds once the ball is in his/her possession to avoid a penalty. The three line rule applies.

U11 and older: Keepers are not permitted to punt or drop kick the ball. If a keeper PUNTS or DROP KICKS the ball, an indirect kick will be awarded to the opposing team and it will be taken on the line nearest the offending team's goal. He/she must throw the



ball (or place it back on the field and kick it into play) within six seconds to avoid a penalty. The three line rule applies.

2. Three Line Rule: A kicked or thrown ball can not travel in the air across the three center lines. If it does, the opposing team is awarded an indirect kick. The ball will be placed on the line (of the 3 centerlines, not the goal line) nearest the offending team's goal. The keeper may throw past the center line.
3. Kickoffs may roll backwards or forwards. Defending player must be outside the circle prior to the ball moving. The ball must be kicked into play within six seconds after the referee blows the whistle or the ball will be awarded to the other team. There is no offside as in outdoor soccer.
4. Visiting team will kick off to start the game. Teams will switch sides of the field at the start of the second half.
5. Ball Out of Bounds (in the net, or overhead): It will be kicked instead of thrown in within 6 seconds after being placed on the spot. IE: If it hits the ceiling net, it should be placed on the nearest of the three center lines where it hits the ceiling net. If the ball hits the top rail, or the side net, it should be placed back on the field within the yellow line next to the wall and kicked back into play. If the ball is placed outside of the yellow line or is moving as it's kicked it will be awarded to the other team, the same as a bad throw-in outdoors. All out of bounds kicks are considered "direct kicks". On all restart kicks the nearest defender must be at least three paces (ten feet) away from the ball.
6. Goal Kicks: The ball may be placed anywhere on the goal crease line and kicked into play within the six seconds after it's placed on the line.
7. Corner Kicks: The ball is placed on the red dot and kicked into play within six seconds after being placed on the spot.
8. If a ball gets jammed or lodged between players, the boards or net, the referee may award a drop ball at his/her discretion.
9. Player in the crease rule: If a referee interprets keeper encroachment, resulting goals may be voided and a goal kick awarded to the offended team, however a player's presence in the crease will not void a goal.

Player Equipment

1. Shoes: All players must wear either tennis or approved soccer shoes. No cleats will be allowed on the field.
2. Uniform: All players are required to wear their own black (or dark color) shorts. No volleyball, cheerleader or swim-type shorts are permitted. No design or lettering is permitted



on the backside of the shorts. Players will not be permitted to play until the player has the proper style of shorts. Jerseys must be tucked into a player's shorts when a player starts the game or enters the field as a substitute. A player will be given one verbal warning to tuck his/her jersey into his/her shorts after that the player will be given a yellow card and is not permitted to play for two minutes. Numbered team shirts will be distributed to all players and are required to be worn. All players must provide and wear their own shin guards and tennis style or indoor soccer shoes (no cleats are allowed in the arena). No earrings or jewelry may be worn during a game.

3. Socks: Soccer socks must cover the entire shin guard.

4. Size of Ball: U8 size 3, U9-12 size 4, U13 and up size 5. Standard outdoor ball.

Fouls

1. Direct kick foul counter and penalty kicks: A direct kick foul counter will be used to keep track of calls by the officials in the game.

- a. U10 and younger: When a team receives a total of six direct kick fouls, the opposing team will be awarded a penalty kick. After six fouls, the counter is reset to zero.
- b. U11 and older: When a team receives a total of four direct kick fouls, the opposing team will be awarded a penalty kick. After four fouls, the counter is reset to zero.

2. Indirect kicks awarded inside the penalty area will be taken from the nearest point outside the penalty area. Other indirect kicks are: two hands on the wall, obstruction, pass back to the keeper, dangerous play, three line rule

3. Direct Kicks awarded inside the penalty area will be taken as a penalty kick from the attacking yellow line. The goal keeper lines up on his/her goal line, the PK kicker lines up at the ball, and the remaining players from both teams line up behind the center line. At the referee's whistle, the ball is live and the kicker may dribble forward and shoot, the goal keeper may come off his/her line, and the remainder of the players may run toward the goal.

4. Two minute foul (Yellow Card): This situation calls for the offending player to sit out in the players' foul box for two minutes and the time starts when the player exits the playing field. The team plays short during that time. *Two minute penalties are automatic on any yellow card offense.* If a goal is scored against the team that is playing short, the player serving the penalty remains out for the entire two minutes but the team may return to full strength. If the team that is playing short scores, the player remains in the box for the remainder of the two minutes and the team continues to play short. The team is permitted to substitute any of the other players with the exception of the player that received the yellow card. Two yellow cards to the same player in one game will result in an automatic red card and a five minute penalty for the offending team. (The team plays short for five minutes.)



5. Five minute foul (Red Card): Red card offenses will result in ejection of the player for the balance of that game and the following game. The player must leave the arena. In addition, there team will play short for five minutes.
6. Penalty Kicks: Penalty kicks will be taken by any player on the offending team. That player will start on the line (of the three center lines) closest to the opponent's goal. The balance of players on both teams will start on the center line. The referee will blow the whistle to start play, the remaining players are free to defend or aid in the attack. The kicker will advance the ball similar to a breakaway.
7. Advantage Rule: If a player is fouled but the team/player retains possession of the ball, the referee may call a foul without stopping play. The referee will notify the score table of the foul.

Number of Players

1. Rostered Players: All players must be on your approved roster as submitted at registration, or, have been added to your roster through the WCPR. Any team that plays with an unregistered player for this league will automatically forfeit that game and any prior games that the unregistered player played in. Coaches are also subject to review for this offense.
2. Number of players on the field: U8 and younger teams play with six players on the field, plus a keeper, for a total of seven. U9 and older teams play with five players on the field, plus a keeper, for a total of six. One player must be designated as keeper by wearing a different color jersey or pinnie.
3. The minimum number of players for a game to legally start is four (4). During the course of the game, if a team is reduced to less than four (4) players (for whatever reason) then they will forfeit the game.

Substitution

1. Players may sub on the run and the game is not stopped for a substitution. Players being substituted must be within the prescribed arc before the new player is permitted to enter the game. Neither player may play the ball within the arc until the exiting player has left the playing field. Neither the exiting nor entering player can be part of any play during the substitution. The exiting player must be completely off the playing field.
2. If either player involved in the substitution becomes part of the play, the other team is awarded an indirect kick, may be given a yellow card (referee discretion).

Coach's Conduct and Fair Play



1. It is the desire of the WCPR Indoor League to host fair play and excellent team/coach conduct. It is the coach's responsibility for his/her conduct and the conduct of his/her team on and off the field.

2. Time: Please make sure your team arrives in plenty of time to stretch and warm up in the designated warm up areas. Also, coaches and players are not allowed to kick soccer balls outside the playing area. Each team is responsible to remove their team from the field immediately after a game ends. Line up to shake hands after the second game.